

**Team:** The Goons

**Repository Address:** [https://github.com/seank0h/Simplex\\_2181](https://github.com/seank0h/Simplex_2181)

(Made a mistake in hooking up Simplex in previous repo, decided to use one of our forked branches and create another project there. It is under the Assignments filter and is called AngryBirds2)

**Members:**

Koh Sean

Lin Kevin

Menichelli Tadeo

Mercadante Nicholas

**Milestone 1 results:**

Compared to our goals for this milestone can be seen not in the most positive light due to the fact the only real progress we did for this milestone was to hook up our project with Simplex. Despite being able to create a plane it is still not yet orientated correctly and the sphere is instantiated but has no movement yet added.

**Milestone 1 TEAM self-evaluation:**

65 due to not being able to complete this milestone to the goals we set out to do. We were not very organized or prepared for this milestone.

**Milestone 2 goals:**

**For the end of Milestone 2 we plan to...**

- Continue on adding velocity to object(bird)
- Create results from collisions
- Make velocity transfer/carry over to the collided object
- Start on a drag and release to emulate slingshot
- Include a variable velocity to drag
- Change velocity added to target(bird) dependent on the distance of the mouse from the original position
- Basic UI for the application with text instructions to introduce the user to the application and to instruct how to use camera movement
- Have at least bird and block models